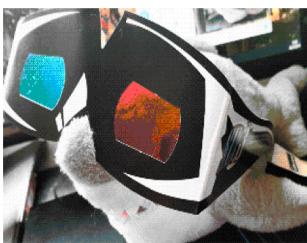


# Commodore Memories of '85 The Midas Touch - Sanvein Kit & Sasha's Top 10 NES! ... and more!

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SCANLINES



## Hello and welcome to the third issue of Between the Scanlines!

Wow, third issue! Thank you everyone for the continued warm reception for this fanzine. We even got some coverage from the Fusion R Gamer website! And we very much hope that you enjoy this new issue.

I'd like to start using this intro page for some shoutouts and updates on a couple of bits of news and cool stuff happening in the community.

First up, **@PSPPolygons** (Twitter/X) recently released a new album! DISCONNECTED is a dreamy new four-track album from the master of 90s and PSX-inspired beats and comes highly recommended. Enchanted Forest is a particular favourite track! Seek it out at [PSPPolygons.bandcamp.com](https://psppolygons.bandcamp.com).

And the **Segaguys** have a special show on the **27th of November** for the 25th anniversary of the Dreamcast. Tune into RadioSEGA at **6PM GMT** and then it'll go live on their Youtube channel at 8PM GMT. Check out the **@SegaGuys**' Twitter/X account for more details.

As for me, if you have any comments or suggestions, you can contact me via @SharkaBytes on Twitter/X, Mastodon, and Bluesky, or you can drop me a line at [curicuricreations@protonmail.com](mailto:curicuricreations@protonmail.com).

Sasha McAuliffe, Editor.

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# COMMUNITY SQUARE

## BONJOUR, AMIGA!



Bonjour! The Scanlines Express heads through the Channel Tunnel to France where another special guest awaits: Grimh! Grimh has been a supporter of my efforts on Twitter/X for several years and is an Amiga super-fan! And since I'm keen to showcase personal experiences with consoles and computers outside of the UK, US, and Japan, he was one of the people I wanted to ask to share their memories of this most wonderful home computer. They kindly did so, so it's over to you, Grimh! Oh, and he can be found at [Twitter/X at @Grimh\\_HS!](#)

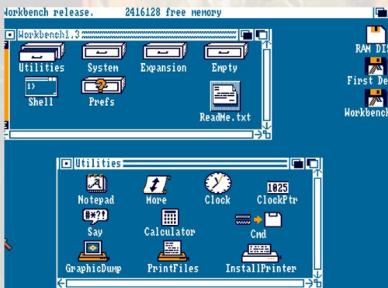


*At the time, we lived in French Guiana, in South America between Brazil and Surinam, where the family had settled after my father's transfer. We stayed there for 3 years, between July 1988 and July 1991, from the age of 10 to 13.*



We had an aging Thomson MO5 at home and my brother, 3 years my senior, wanted a newer computer. He convinced my parents and we went to a nearby town just before Christmas 1989 to buy what was to become my heart's machine: an Amiga 500, with the monitor that went with it, a mouse, a joystick, and a few boxes of games.

Back home, the excitement was at its peak. We feverishly unpacked everything, plugged in all the connectors and switched it on.



To be honest, I don't remember what my brother had to do: launch the AmigaOS, get to the Workbench and navigate to the right windows, click the right icons, insert the floppy disk and launch our first game, which was to give me my first big slap in the face: *Shadow of the Beast*.

I really think it was my first sleepless night (or close to it, I was only 11!), but faced with so many colors, sounds, music, furious animations in a frantic rhythm, and having only known games in 8 colors maximum before, we were just hypnotized! I don't know what other games we tried out that evening, and it would be impossible to list all the games released on this marvel (over 3,000!). (Ed. note. Stay tuned next issue for some of Grimh's faves!)

In the years that followed, we moved back to mainland France, to the Normandy region, where several of my brother's friends also had an Amiga. It was a time when games could easily be copied onto blank floppy disks, in total ignorance of the consequences of piracy, which we didn't seem to practice, with all the innocence that characterized our youth. As the years went by, we were able to replace the A500 with the A500+, then the 1200 and its AGA graphics chip, and finally the Amiga 2000.

Unfortunately, as with all the machines of my youth, the many moves we made and the hazards of life meant that I no longer have these fantastic objects.

It's my dream today to get a working Amiga and relive those emotions, those incredible sensations, other than through emulation (even if it's already very satisfying).

# DEVELOPER: SUCCESS ## RELEASE DATE: 2000

Midas, oh Midas Interactive Entertainment. You don't have a good reputation – and for good reason!

Midas is synonymous with budget releases of shovelware, even though they actually had quite the diverse portfolio and put out more than just PS1 games of dubious art design and quality.

So, it may come as a surprise to some that Midas did actually have an eye for quality for seeking out and publishing niche Japanese games – such as Sanvein. A game that still commands a bargain basement price thanks to its Midas Value Series labelling and despite being from a storied developer. At least they kept the name intact and didn't just change it to something generic like 'Future Shooter'.



Sanvein is a top-down arena shmup from SUCCESS. Yes, *that* SUCCESS, the Cotton devs! And right from the off, you're hit with some amazingly trippy graphics and presentation as it boots up the game and presents you with the situation: you're piloting the snazzy modular space fighter Sanvein and must fight your way out of St. Shultz, a gigantic space station divided into hexagon-filled zones.

The modular nature of your fighter is pretty cool, allowing you to mix-and-match different weapon systems. And each of them has pros-and-cons; sustained beam weapons will slow you down while one of the special power-ups must be charged and then thrown like a grenade. And it becomes almost like a puzzle with some of the boss encounters, as some are profoundly unsuited to battling them.

With its aim to clear each screen of enemies before moving on, Sanvein often feels like a throwback to single-screen games such as Robotron. You get to pick your path throughout each zone, and that's where some of the nuance and risk-reward comes in its game systems; there are no power-ups to pick up from dropped enemies. To power up your weapons, you must clear connecting hexes – vital for some bosses. On the harder difficulties (there are eight in total!), this presents tremendous risk as there are no lives in Sanvein, only a ticking countdown. Taking a hit will rob you of some of this precious time, while clearing a zone will replenish some of it. The pressure is on when it ticks down to the last 90 seconds and one hit will take you down for the count!

Sanvein is a gorgeous game with oodles of rule-of-cool presentation and futuristic aesthetics that feel like an assault on the senses. It's got a banging soundtrack as well that compliments the frantic action. And while there is often a LOT going on, it never feels overwhelming.

Sanvein is a diamond in the rough and my favourite Midas-published PS1 game. I can't recommend it enough to shmup fans.

**As of now on UK eBay, there are multiple copies of Sanvein for between £5 and £10 - worth every penny. And if you have any local retro gaming stores, chances are they'll have a copy tucked away and going unnoticed - as mine had a few years ago! It's also known as Shooter: Starfighter Sanvein in North America.**

**Glad they cleared up that it's a shooter.**

# COMMUNITY SQUARE

## COMMODORE MEMORIES



It's a double feature at the Community Square this issue as the Scanlines Express heads back through the Chunnel to Blighty to catch up with another special guest, RetroGuyBry! I've kicked around with Bry on Twitter for some time now and he's always a pleasure to chat with. And he's seasoned enough that he can remember seeing the Commodore C64 and Amiga strutting their stuff at trade shows in the mid 1980s - something I was very keen to record anecdotal memories of! So, over to you, Bry!



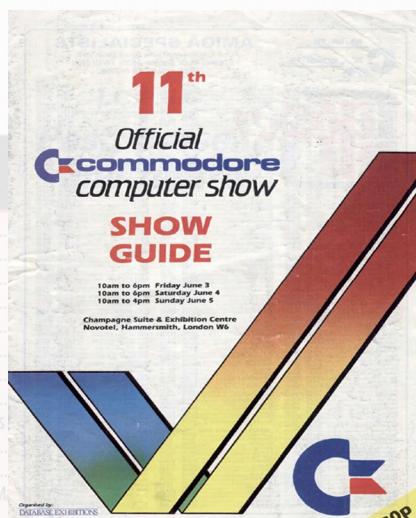
*I was 18 when I first got a computer, a Commodore 64. The following year (1985), I attended my first Commodore computer show at the Novotel in Hammersmith.*

**Bry can be found sharing cool bits 'n' pieces on Twitter/X at @Retroguybry.**

Upon entering the venue for the first time I was in awe, like a kid again in a sweet shop. It was wonderful to see so many people sharing the same interest, all trying to glimpse the latest products. The show was not only packed full of exhibitors promoting their latest wares but also popular resellers, the ones that would regularly advertise in the game mags. Each stall would be demonstrating their latest software or hardware and it was difficult to know which way to look first. Furthermore, the whole venue was alive with various sounds and tunes and it was reminiscent of being inside a huge Amusement Arcade. One sound stood out above all the rest but where was that music coming from? Eventually I found it, the Martech stall showing off a game called Crazy Comets. The game itself looked okay but the music just sounded phenomenal!

I attended many more Commodore shows and the experience was always just as exciting. The following year I was again drawn to the Martech stall as they were blaring out more great music, this time from the game Zoids.

At one show we came across Jeff Minter of Ilamasoft in the crowd who told a few of us to follow him as he had a new game with him. He took us over to the Commodore stand, inserted a cassette into one of their computers and was promptly stopped by one of their officials. JM then got into an argument with the official, telling him that he was helping them to sell their computers! I promptly left them to it and so never got to find out what the game was.



Eventually the Commodore 64 started to lose ground to the Amiga and the shows began to feature more animation demos showcasing the power of the Amiga. This brought about the appearance of Public Domain distributors such as 17-Bit Software and so I would always pick up a few disks to take home. The Amiga gained popularity and as such more companies started to attend. Anco would regularly promote their newest games or latest version of Kick Off and I'll never forget witnessing Electronic Arts demonstrate FA/18 Interceptor running at a speed that seemed incomprehensible. Fun times were had at those shows not to mention the bargains to be had and the money spent! Anyway, it's been great to have the opportunity to reminisce about seeing the software publishers and programmers up close and in person and of a time when everybody came together to celebrate their passion for Commodore computers.

**Cover Story ++ The Magazine Covers of 19XX**

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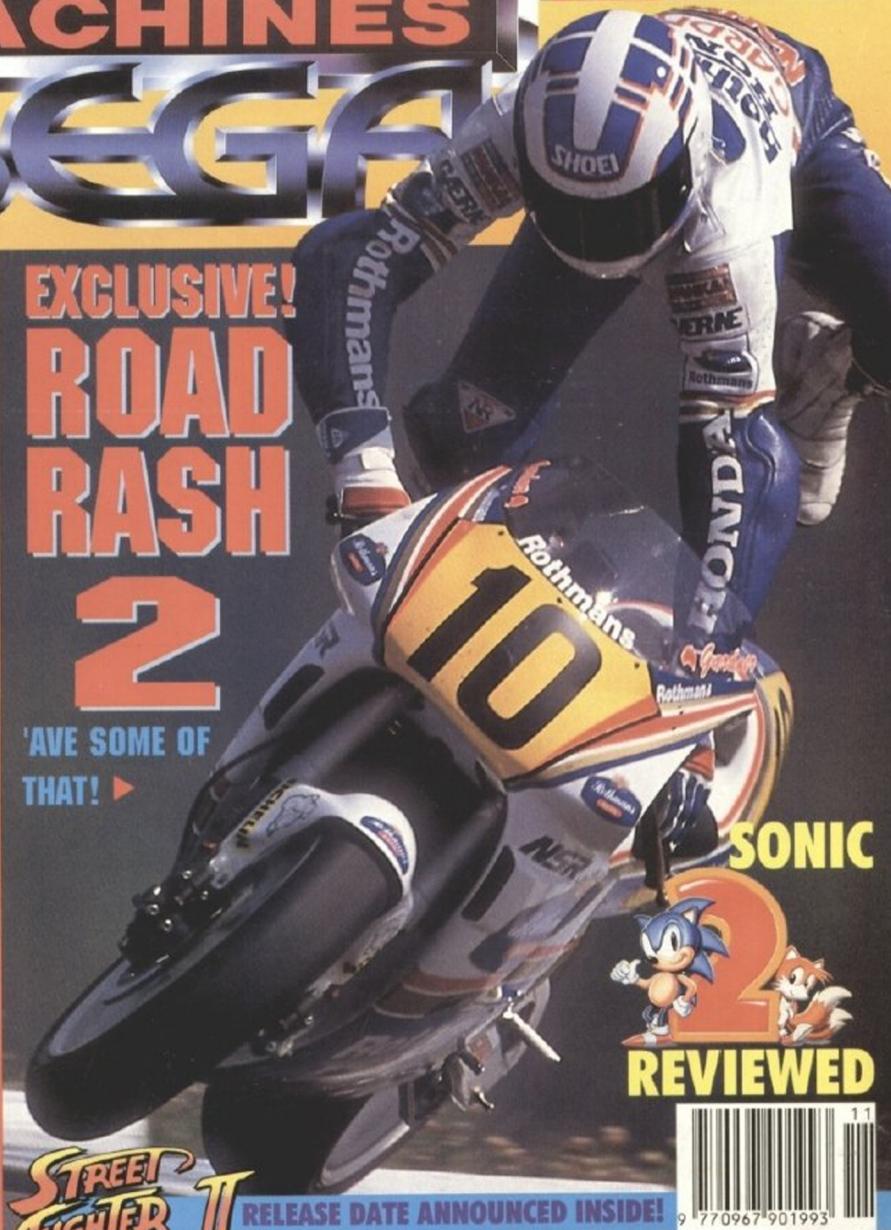
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# TOP TEN +++ TOP TEN +++ TOP TEN +++ TOP TEN



Hi! It's me again, Leeza From Crime Crackers! And I'm here to list Kit and Sasha's Top ten NES games! Sasha didn't grow up with a NES but has gained a keen fondness for the library! And Kit grew up with a Pegasus, a Polish NES clone, so has some childhood faves!



1. Blades of Steel
2. Gyruss
3. Shatterhand

Okay, let's have two of Kit's favourites now! 4. Balloon Fight and 5. Excitebike



Blades of Steel is Kit and Sasha's favourite competitive sports game to play against one another - rivalling Speedball 2! The NES version is their favourite version of it as it has a magic and charm to it that even the arcade original doesn't have!

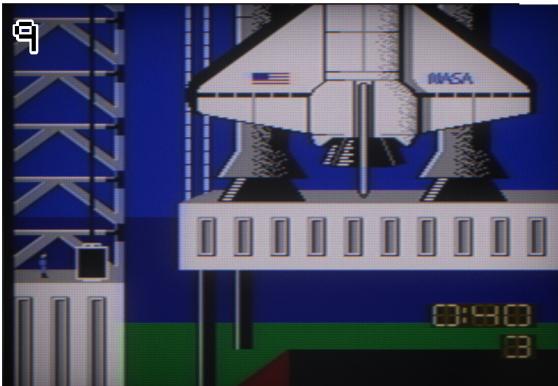
# TOP TEN +++ TOP TEN +++ TOP TEN +++ TOP TEN

One of Kit's all time Favourites For the NES is Pooyan, a wonderful arcade conversion with much pigue vs wolf action of the highest caliber! Contra needs little introduction, and Antarctic Adventure is pure gaming chill!



6. Pooyan
7. Contra
8. Antarctic Adventure

Two of Sasha's Faves to close: 9. Space Shuttle Project and 10. VICE: Project Doom!



Space Shuttle Project is an ambitious simulator designed by Garry Kitchen, who worked on Space Shuttle and many other Activision classics for the Atari 2600 and C64. It's got a really cool mix of stages to simulate a Space Shuttle mission!



LOGGING OUT +++ HOPE YOU ENJOYED YOUR STAY

# QUIZ ZONE 2000

Answers to Issue Two's Questions:

- (1) Nicknamed King Koopa? Bowser!
- (2) Pikachu's elemental type? Electric!
- (3) Gears of War 1-3 protas? Marcus Fenix!
- (4) Elder Scrolls' main setting? Tamriel.
- (5) What do Sims speak? Simlish!

And For this issue's Quiz Questions...

- 1) What was the original name of Mario?
- 2) What currency is commonly used in Final Fantasy games?
- 3) What inputs make up the Konami Code?
- 4) Who does Keanu Reeves portray in Cyberpunk 2077?
- 5) What are the names of the Global Gladiators?

Answers will be given next issue, good luck!

And thank you for reading <3

